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A detailed fantasy illustration of a snowy landscape. On the left, a stone castle with a crenelated wall and a tower with a conical roof stands. A black flag with a white star is on a pole. In the center, a large, ancient tree with white bark and dense, glowing yellow and white foliage stands. To the right, another black flag with a white star is on a pole. The background shows steep, snow-covered mountains under a hazy, yellowish sky. The overall scene is serene and magical.

THE
HALL OF FIRE
FAN WEBZINE



GÎL SÍLA ERIN LÛ GOVADED VÎN...

Welcome to another issue of Hall of Fire. In this issue we have some new equipment, to outfit characters in a First Age campaign, or that could be found in some hoard lying in hiding somewhere in Middle-earth. In addition to that, we have another creature that could add some excitement to an adventure

There is also a post on the forums for people to discuss the recently released Hobbit trailer (<http://forums.halloffire.org/viewtopic.php?f=33&t=2541>). Please let us know what you think. We hope that everyone has had happy and fun holidays, and have fun gaming.

Farad vaer.

Micah A. Walles (Razor77) &
Celebraen
Co-Editors Hall of Fire

THE HALL OF FIRE

The Unofficial Lord of the Rings RPG Webzine

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CONTACT THE HALL OF FIRE AT:

submissions@halloffire.org

CREW

MICAH A. WALLS (RAZOR77), CO-EDITOR

razor77@halloffire.org

CELEBRAEN, CO-EDITOR

JEFF IFLAND (BLACKFOX), LAYOUT

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FEATURED CREATURES

LAVELLAN

by Daniel Myers

DESCRIPTION

Feared and hunted like vermin by the Free People of the Far North, lavellans are an unwelcome and dangerous pest. This small creature is a bane to the Free Peoples of the Far North, known to wipe out entire Lossoth villages or Cardolani whalers. Created as a mockery of shrews, sent out to wreak havoc, the Witch-King of Angmar releases them every couple of years bringing destruction and death to many meres, tarns, and ponds. They resemble a cross between a giant shrew and a slimy dark rat about the size of a badger. Lavellans are dangerous not because they are ferocious like a badger but rather they secrete deadly venom through their slimy fur that can incapacitate and even kill predators many times its size. The lavellan's fur is specially structured to absorb the secreted venom. The outer layer of their hair is full of large holes, like a pasta strainer, and the inside is full of straight fibers that wick up venom. It is for this reason that lavellans are feared and hated creatures. They lurk in the shadows waiting for the animal or Man to drink from the pond; the poison incapacitating the unsuspecting victim before the lavellans strike for the kill.

HABITAT

Lavellans are rare. Even when they are released in mass by the Witch-King they are but a few thousand which are immediately hunted by the Snow men and elves of the Far North; their corpses burnt. Still, when one does encounter them, it is an awful experience. They tend to fester around bodies of water, poisoning it with its venom, killing everything in it. They feed on the dead animals that either unluckily happened to drink from the water or live in it. Or whenever a predator tries to eat it and gets a mouthful of the deadly poison. They also are known to swarm larger prey such as reindeer or sheep should they come near their ponds, incapacitating it and then consuming the lifeless body. They do not hibernate but sleep a lot and stay close to their concealed dens in winter. They are often found in rocky areas or in hollow tree trunks and holes along the tops of ravines, meres and ponds, and have also been found nesting among rocks on cliff-faces. Lavellans are also found driven off from the world above by the persistent Free Peoples into the depths of Middle Earth's Under Deeps.

SOCIETY

Little is known about lavellans only that they tend to congregate in numbers much like rats and act much in the same manner as rats but more aggressive. They seem to eat everything they poisoned in the mere or pond before going on to the next body of water. Other than that, scant is known from this peculiar dark creature.

ATTRIBUTES

Bearing (4)	Nimbleness 4
Perception 5 (+2)	Strength 3
Vitality 4 (+1)	Wits 3

REACTIONS

Stamina 3	Swiftiness +2
Willpower 1	Wisdom +1

Defense: 8

Movement Rate: 2/12

SKILLS

Unarmed Combat: Natural Weapons (claws) +1, Climb +6, Observe (Spot) +7, Intimidate +4, Run +7, Survival (Tundra +7), Survival (Forest +7)

SPECIAL ABILITIES

Armor (3), Natural Weapon (1d2 bite), Poison

Size: Small (3 Wound Levels)

Health: 4



USAGE

Lavellans would make a great adventure scenario encounter for adventurers while venturing in North Downs, Angmar, or Northern Waste, basically any northern location in Middle-Earth. Because of their venom, lavellans present a challenge to any season adventurer as they would have to race to combat first the lavellans and then find the cure before the venom kills!

UNIQUE POWERS

SWARM

Lavellan often attack in mass, this has the effect of negating their small size and allows them to strike at large prey such as reindeer, strengthening their attacks. If ten or more attack as a group, this attack is +35 OB.

Venom- Lavellans are very poisonous. They secrete poison through their fur poisoning small meres and ponds in the process. The poison acts as degenerate nerve poison (5th lvl). Due to their venomous nature, they are immune to all poisons.

DARK VISION

Like all dark creatures, lavellan are able to see perfectly up to 500' under moon- light or starlight.

FEAR OF FIRE

Lavellans fear fire. A hand-held torch is enough to stop a throng of lavellans from attacking.



FAN FLAVOUR

NEW ITEMS AND EQUIPMENT

FINIAL'S FOREST MAIL

DESCRIPTION

This very fine suit of Chainmail is the synthesis of the Arts of the Three Free Kindreds. The Gonhirrim invented Chainmail, the Sinda gave harmony with Orome's Woods, and the Noldo the High Arts of Crafting. Almare forged this armour for his Sinda fiancée. It is a longish chain shirt, covering from wrist to upper thigh, an arm guard for her sword arm and a helmet complete it. The rings it is made of are remarkably fine; it is easy to mistake it for cloth from even a short distance away. It is of an uncertain gray color that seem to shift and blend if you stare at it. The cuffs and hem are embellished with a leaf and ivy pattern lacquered on the rings. It is tailored to flatter Finial's already exquisite form.

SYSTEM

This is a greater Masterwork of the Armouring craft. It confers the following bonuses:

Masterwork: +3 Defense, 7 points of damage reduction, lightweight, preservation.

Grants all the powers of the Cloak of the Sinda.

SPECIAL

Finial will always be able to find her way to Almare if she wears this Armour, for he has poured a bit of his essence into it. If Finial puts her mind on where Almare might be, she will get a feel for which direction to travel in to find him.

THE SHIELDS OF LIGHT

DESCRIPTION

These shields were devised by Almare, a Noldo Smith of the House of Finrod. Crafted of very fine steel, light of weight, very beautiful and finely balanced. They were made to counter the Shadows of Morgoth; each has an enchanted Pearl made for them by Master Nildwe which casts forth light when called upon to do so. This light drives away the woven shadows of the enemy.

SYSTEM

Masterwork Large Steel Shields, extremely durable. +6 Defense/Parry due to very fine handiness. Standard Noldo Armour Enchantments (Armour Preservation, Evoke Awe, Finding and Returning).

SPECIAL ABILITIES

PEARL

When Varda is invoked, it and the Shield cast forth light as bright as a campfire and as pure white as the moon's.

CHAMPION'S ARMOUR

DESCRIPTION

This masterwork suit of chainmail was crafted by Almare, a Noldo Smith of the House of Finrod. This is the first suit of Chainmail made by an Eldar Smith. Made in the Gonhirrim style, it is on the heavy side and very stout. It was the prize for the Warriors Competition at the Mereth Aderthad. The Hauberk was richly embellished, the individual rings lacquered to depict the Two Trees, and all the rest being in the pattern of leaves and vines. The cuffs and hem of it were worked in the pattern of the leaves of Telpirion and Laurulion, on each side. Silima was used in the lacquering of the underside of the leaves of the Two Trees to give them a soft glow.

CHARACTER

A fine and strong suit of Armour, little different than the fine work of the Gonhirrim except in the artistic liberties taken. It is however strangely comforting to wear.

SYSTEM

Masterwork Noldo Armour, with all the standard Enchantments.
+8 Damage Absorbed, +3 to Inspire Tests. +2 to Stamina. 35 lbs.

SPECIAL ABILITIES

CHARMED LIFE EDGE

Grants the Charmed Life Edge to the wearer, doubles it if the wearer already has it.

VALIANT

Grants the Valiant edge to the wearer.

PRINCELY GAUNTLETS

DESCRIPTION

These Gauntlets were forged by Almare, a Smith of the House of Finrod for all the Sons of Feanor. They were crafted for the Feast of Reconciliation. Fingon fought and killed a few Orcs along the way with his bare hands, his knuckles were bloodied and battered when he arrived. So Almare crafted the Gauntlets, a pair for all of the Sons of Feanor, Maedros included. Very elegant in appearance, gilded with gold and silver on the joints, with fully articulated fingers and a finely flexible palm and wrist. Tengwar script around the cuff reads as following "Mighty in Victory shall be the Fists of the Feanorans".



CHARACTER

Richly padded and supple, these gauntlets are as comfortable and easy to wear as a glove. Grants a firm grip, and fine sense of touch for what it is. Reinforced knuckles are the finishing touch.

SYSTEM

Masterworks, Standard Enchantments including the Victory and Guard runes.
+3 to Unarmed Combat, +3 Will Tests, +3 Defense, $1d6+5+Str \times 2$.
Armor: 9 for the Hands and lower forearm only.

SPECIAL ABILITIES

HAMMER HAND

Grants the Hammer Hand Edge to the wearer, doubles it if already possessed. The wearer's Fists will never be hurt while wearing these.



WHAT'S OUT THERE

This is a list of Web sites along with Decipher's official Web sites. We have found they supply useful Lord of the Rings game information.

THE HALL OF FIRE WEBZINE http://halloffire.org THE HALL OF FIRE WIKI http://wiki.halloffire.org THE HALL OF FIRE FORUMS http://fourms.halloffire.org ENCYCLOPEDIA OF ARDA http://www.glyphweb.com/arda/default.htm FAN MODULES FOR MIDDLE-EARTH http://groups.yahoo.com/group/fan-modules CHRONICLES OF THE NORTH http://rpg.avioc.org/ MERP.COM http://www.merp.com OTHER MINDS MAGAZINE http://www.othermindsmagazine.com LORD OF THE RING RPG ARCHIVE http://www.wix.com/skinnerman02/lord-of-the-rpg-archive	THE MAD IRISHMAN http://www.mad-irishman.net THE LAST ALLIANCE http://thelastalliance.com RPG TOOLS FOR DECIPHER'S CODA GAMES http://groups.yahoo.com/group/rpgtools/ THE STEWARD AND THE KING http://www.stewardandking.net THE TOWER HILLS http://homepage.mac.com/jeremybaker/towerhills TREK-RPG.NET http://forum.trek-rpg.net/index.php CODA WEBZINE REPOSITORY http://groups.yahoo.com/group/coda_webzine THE ONE RING.COM http://www.theonering.com/ THE ONE RING.NET http://www.theonering.net
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CALLING ALL GAMERS!

Interested in submitting...

- A mini or side adventure?
- New creatures, or fell beasts?
- New Orders or Elite Orders?
- Racial / Order packages?
- NPC's?
- Weapons / equipment / magical items?
- Fan Art?

If so, write to us for details on submission submissions@halloffire.org with 'Fan Content' in the subject line. Please include your name and/or pseudonym (handle/online identity) and email address(es) with which one of our editors may contact you.

Please note that if you would like to submit a mini-adventure, Decipher will not consider it for publishing.

Fancy yourself a writer or artist and would like to contribute to the webzine?

If so, write to us at submissions@halloffire.org with 'Writer' in the subject line. One of the editors will get back to you with details about writing for **THE HALL OF FIRE**.

Want to know what the submission guide lines are?

Visit http://wiki.halloffire.org/Submission_Information for the current submission guide lines.

If you would like to post an advertisement for:

- A local or online RPG that you are hosting
- An RPG convention or tournament
- Or any events pertaining to The Lord of the Rings RPG

Write to us at ads@halloffire.org with 'Ad' in the subject line along with your advertisement. The advertisement must be less than 100 words and any graphic to go with it must be no more than 1' x 1'.